

Figure 1

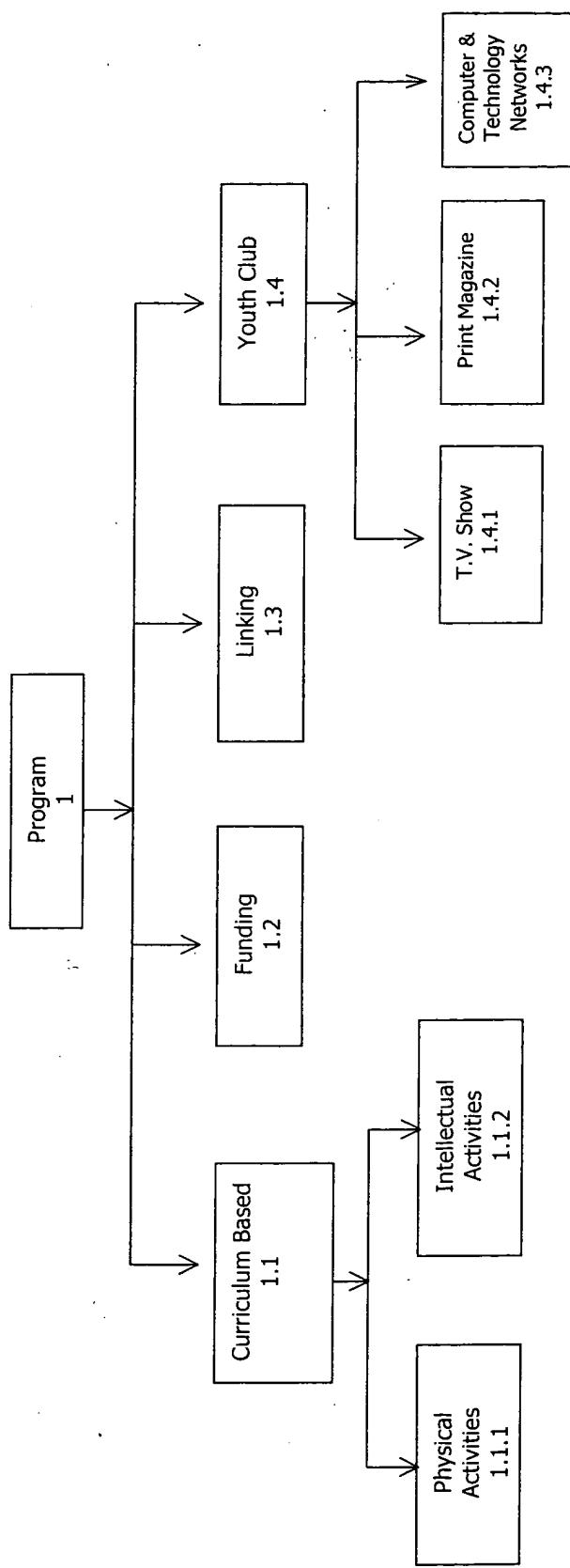


Figure 2

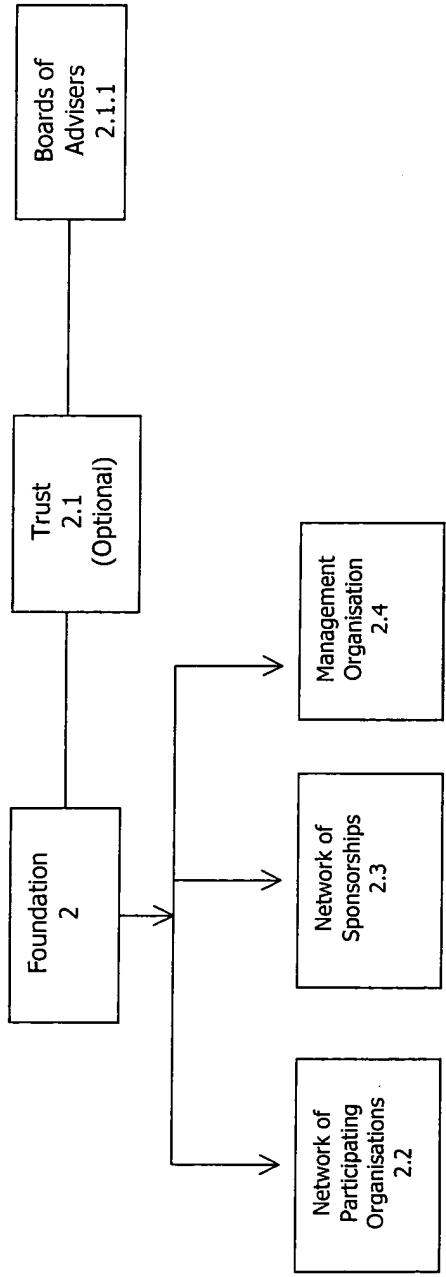
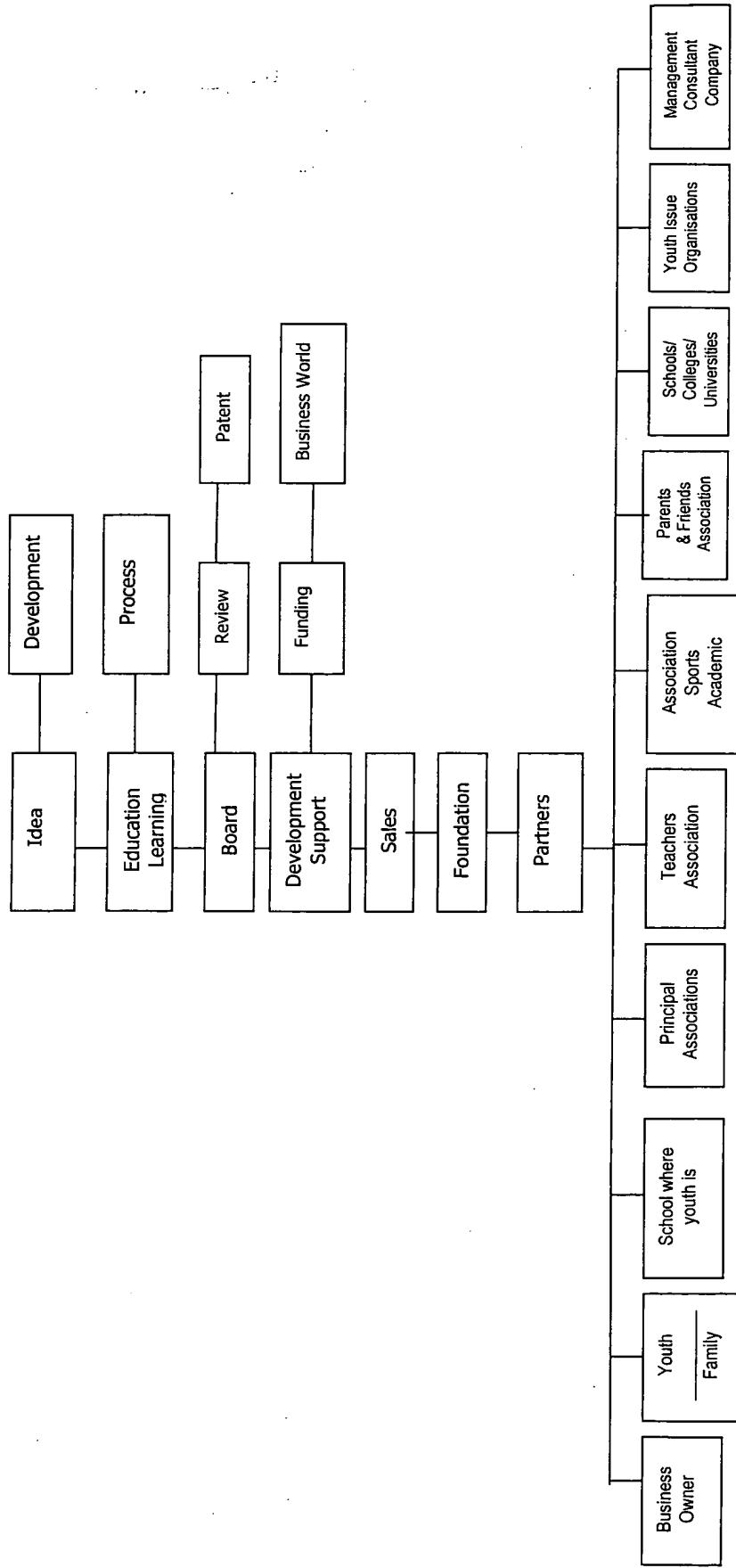


Figure 3

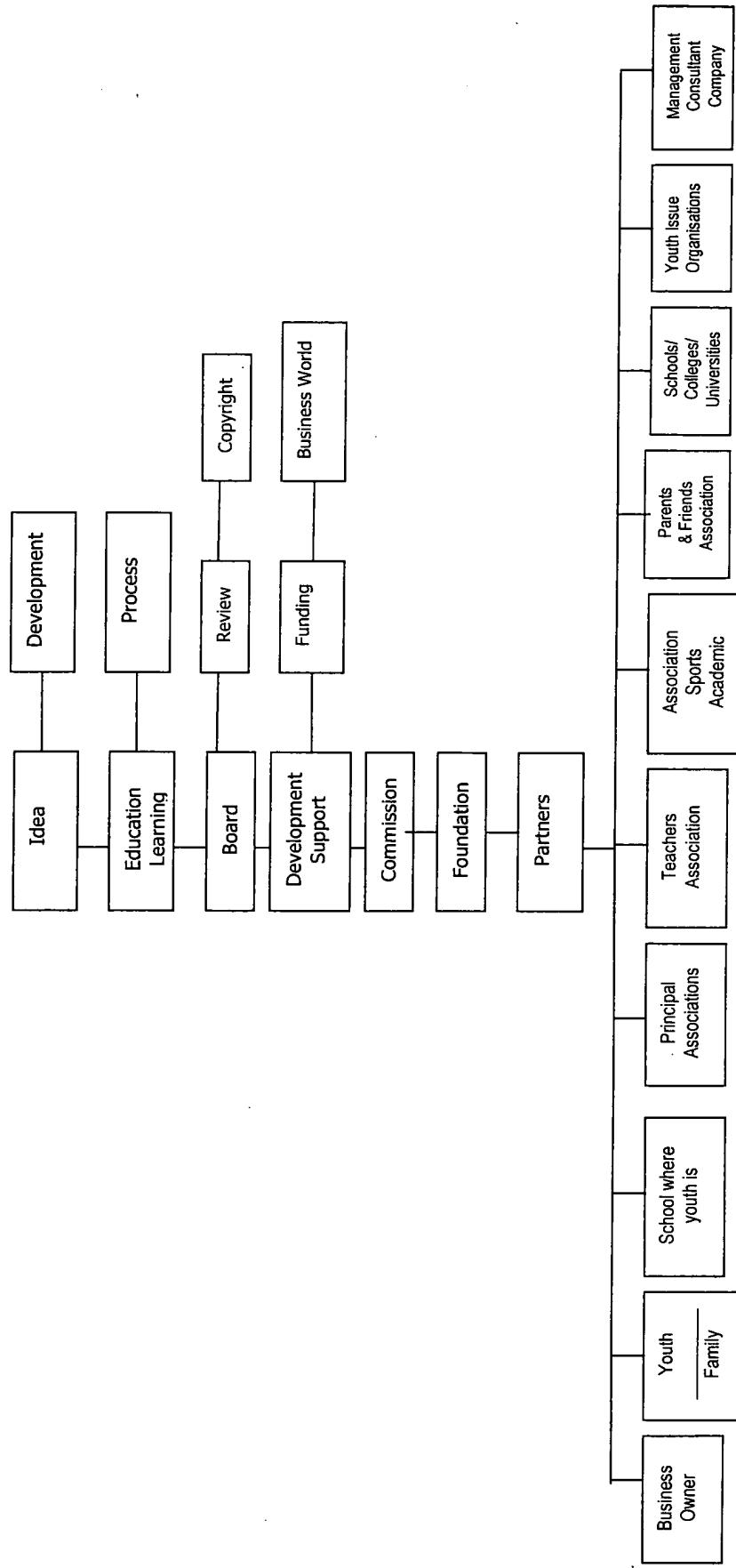
Working - Intellectual



Example One - Inventions

Figure 3a

Working - Intellectual



Example Two - Talent/Artistic

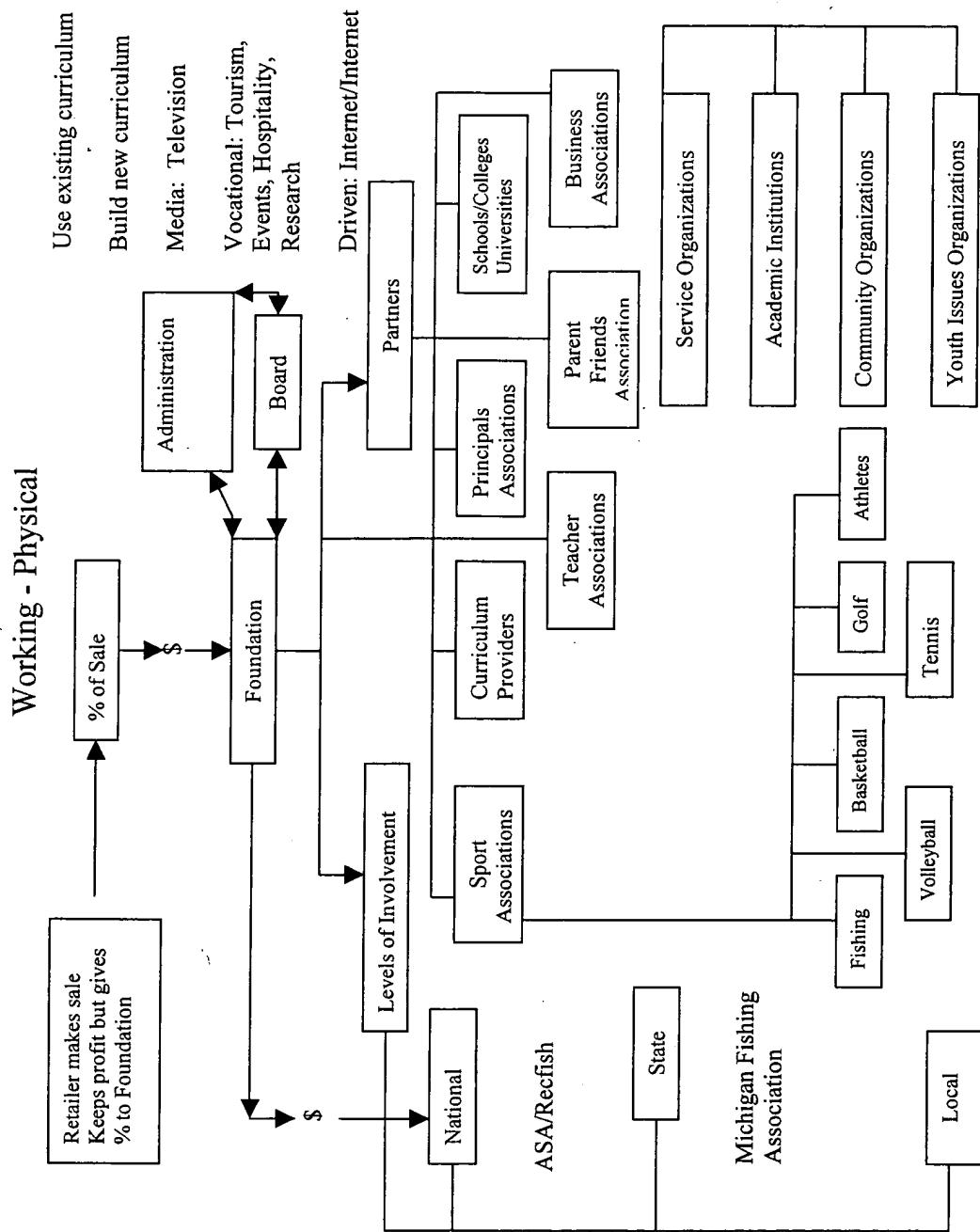


Figure 4

Livonia Fishing Club

Figure 5

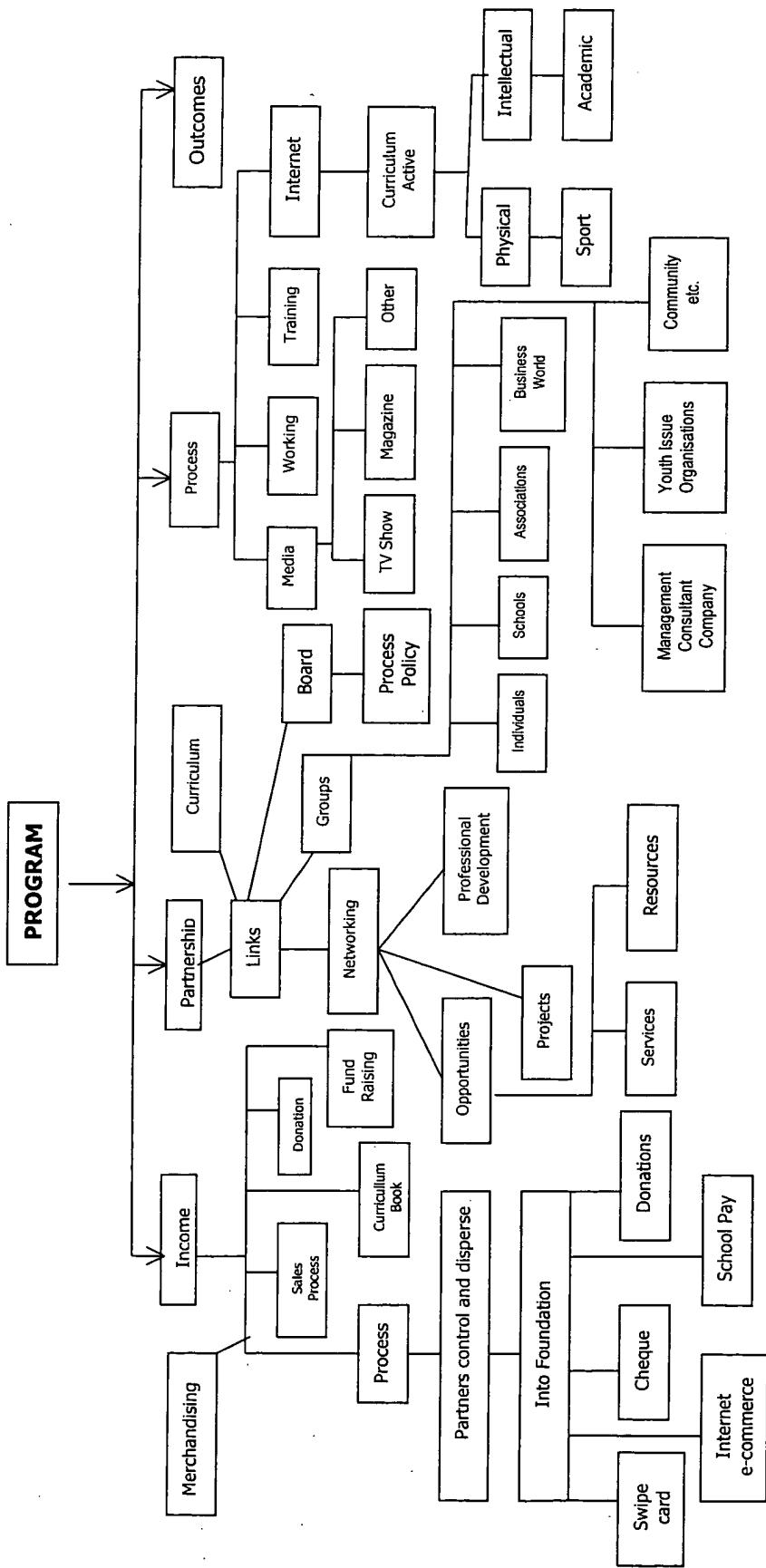


Figure 5a

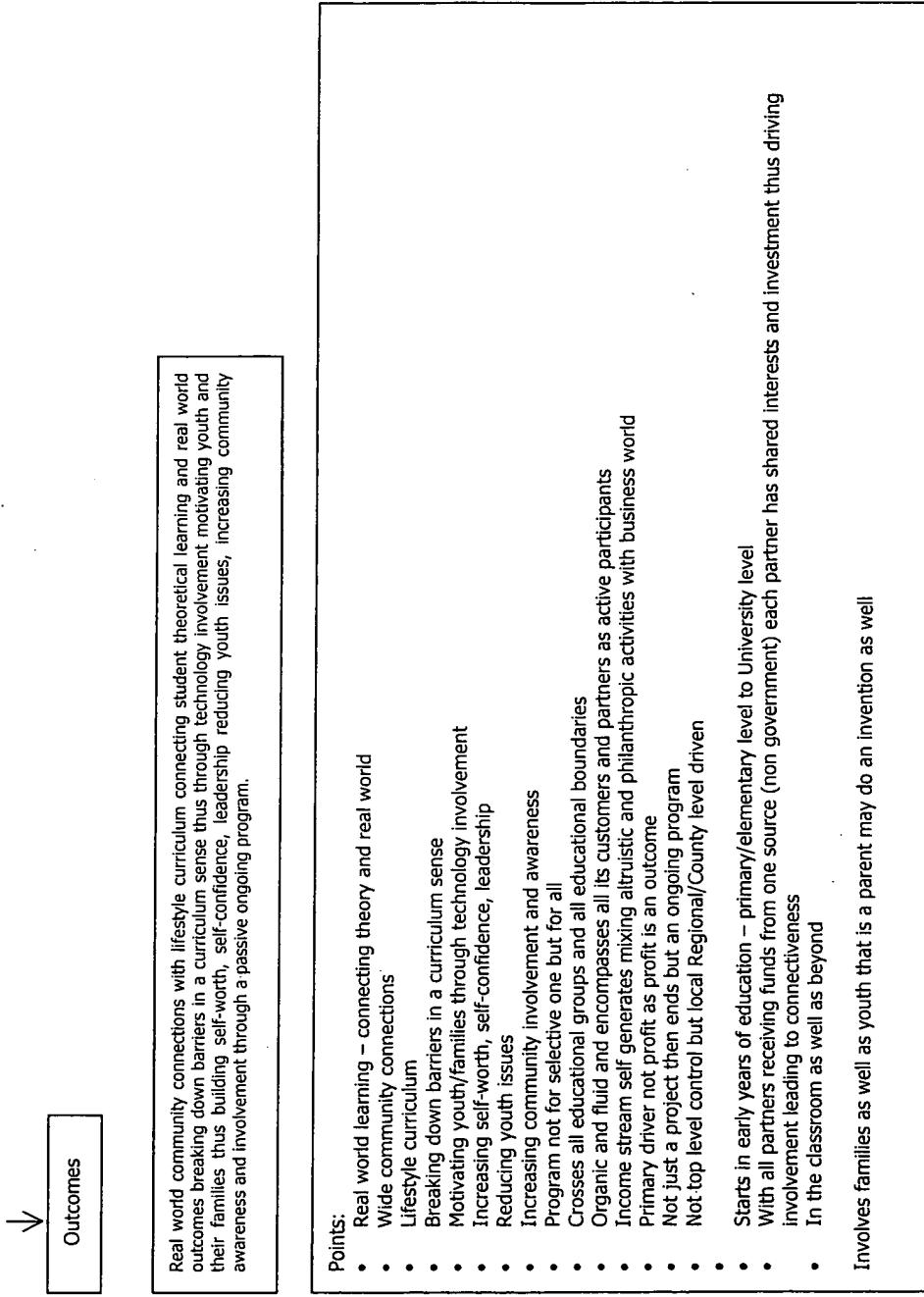
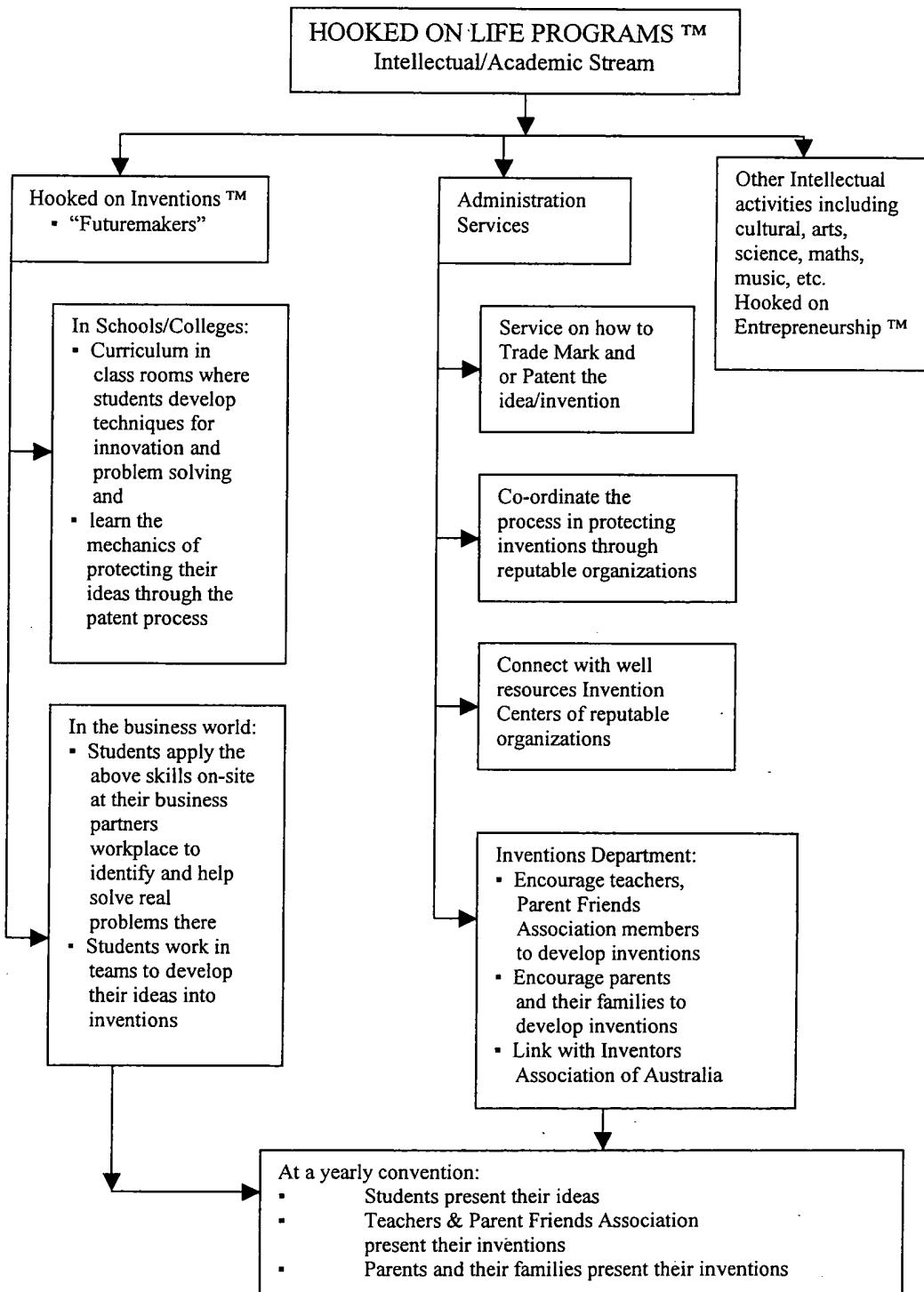


Figure 6



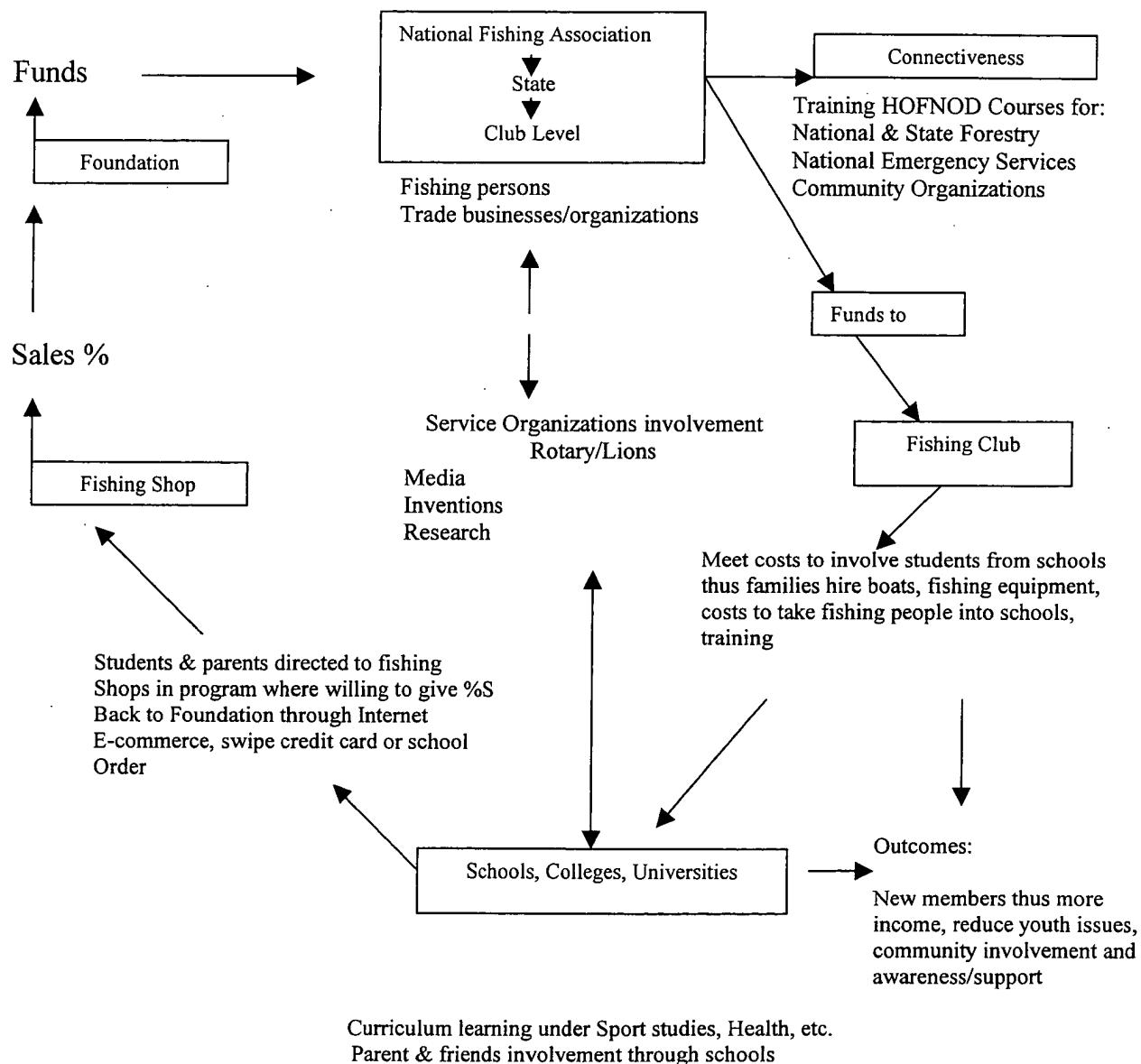


Figure 7

Figure 8

The Flowchart for Purchasing a Product

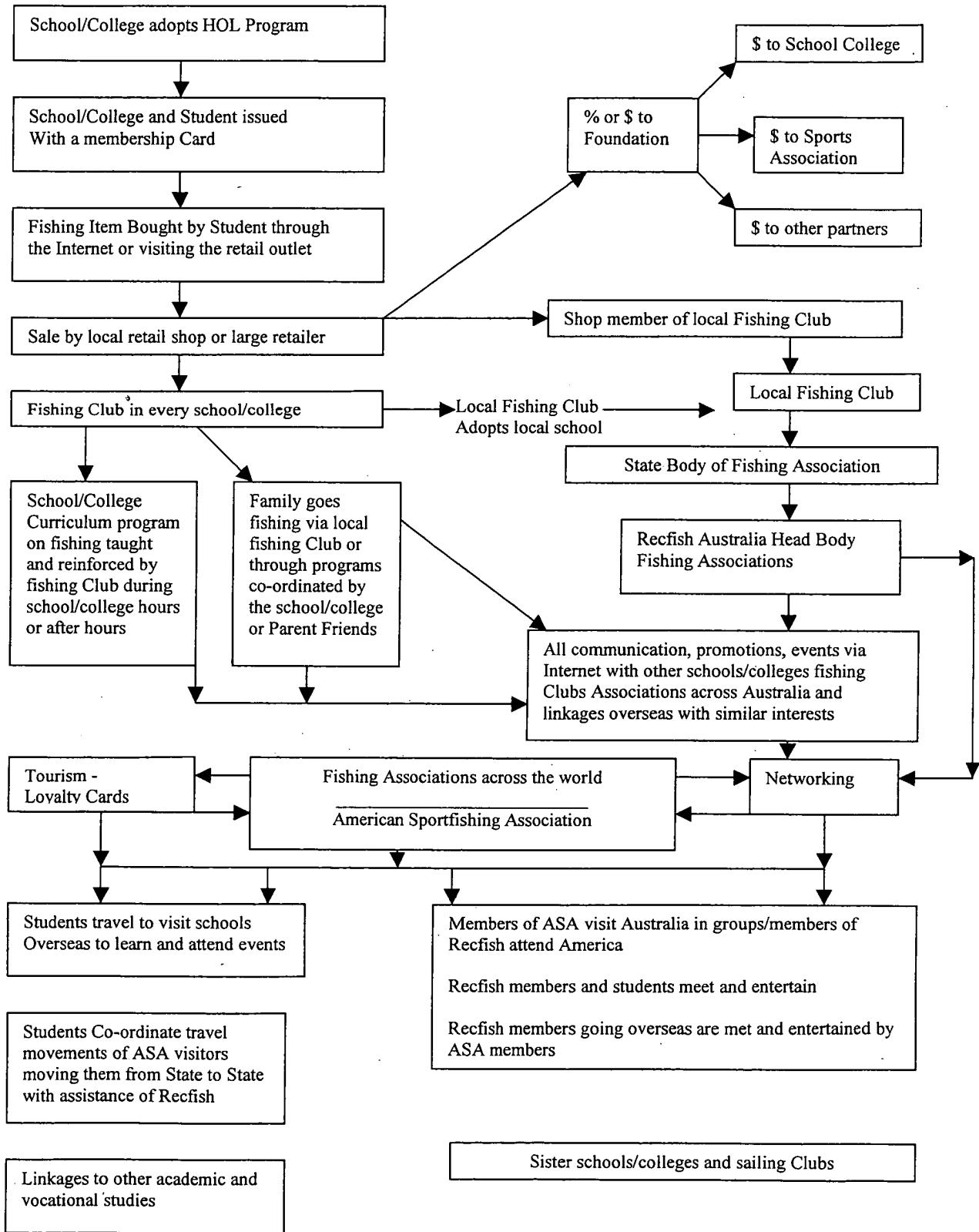


Figure 9
Hooked On Life Program Strategy

<u>Mission</u>	<u>Program Goals</u>	<u>Program Strategies</u>
<p>To provide the architecture that builds the dreams of Australia's youth</p>	<p><i>To promote self directed discovery through:</i></p> <ul style="list-style-type: none"> • Establishing "participation" as the norm • Using the arts, music, language, movement & sport as the means of enlisting participation <p><i>To build career based skill sets through:</i></p> <ul style="list-style-type: none"> • The delivery of best practice school education • Assessing career options • Develop pathways to vocational training <p><i>Build complimentary links to the business community through:</i></p> <ul style="list-style-type: none"> • Access to the supply of goods, services and intellectual property • The realisation of commercially valid outcomes • Access to financial resources <p><i>To empower Australia's youth through:</i></p> <ul style="list-style-type: none"> • Building self esteem • Building self-confidence • Developing leadership 	<p>Product development</p> <p>Involving a Business Communications organisation</p> <p>Value added benefits</p> <p>Brand development</p> <p>Seeding funding via State Governments</p> <p>Business sponsorship</p> <p>Program positioning</p> <p>Market coverage</p> <p>Push promotions</p> <p>Full promotions – student community</p>

Hooked On Life Outcomes

